SUPER SPRINT®

INSTRUCTION BOOKLET

TENGEN

MANUFACTURED BY TENGEN

OBJECT OF THE GAME/GAME DESCRIPTION: *Experience the speed and danger of Grand Prix racing on seven exciting tracks. Compete against a friend or computer-controlled "drone" cars. Your goal is to win a five-lap race on the first track, move up to the next, and keep winning until you finish all seven. Every track will drive you nuts with oil spills, twisters, exploding traffic cones, over/underpasses and hairpin turns. Opportunities arise to let you customize your car with such options as super traction, higher top speed, and turbo acceleration. Go ahead. Burn some rubber and kick some asphalt.*

PROBLEMS? It is recommended that you carefully read this instruction booklet to learn and master the operation of this game. By doing so you can have hours and hours of fun with your family and friends! However, if you have any problems or questions about playing this game or any of Tengen's games, please call a **Tengen game counselor** at (408) 433-3999 Monday through Friday from 8:30am - 6:00pm Pacific Time.

PRECAUTIONS: 1.This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart. 2. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game. 3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

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TABLE OF CONTENTS

I. INTRODUCTION 1

II. HOW TO OPERATE THE CONTROLLER 2

SELECT, START, [B] BUTTON, PAUSE

III. SCORING 6

IV. OBSTACLES TO AVOID 7

WATER PUDDLE, MUD PUDDLE, OIL SLICK, EXPLODING CONES, THE TORNADO, HYDRAULIC POLES

V. CUSTOMIZING YOUR VEHICLE 9

VI. TIPS & STRATEGY 10

I. INTRODUCTION

Super Sprint, the arcade hit, makes its home entertainment debut with this TENGEN game for the Nintendo Entertainment System.®

If you crave life in the fast lane, this is it! SuperSprint is racing action at its best. Seven exotic race tracks, a unique view of the entire track on one screen, dangerous obstacles, valuable bonuses — it's all here! Race against computer-controlled drone cars or shift into intense competition against a friend in a pedal-to-the-metal 2-player race for the finish line!

Along the way you must dodge oil slicks, exploding cones and tornados. Collect wrenches to upgrade your vehicle with special features such as *turbo acceleration* and *extra traction*.

A race ends after five grueling laps, and the winner advances to the next heat on a new track. The game ends when a computer-controlled car wins the race. To restart racing at the track and level where you just lost, press the B button.

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Each race level is a combination of track and obstacle difficulties. Tracks 1 through 7 correspond to levels 0 through 6. Your second time on tracks 1 through 7 will be even tougher: you'll face more obstacles and faster drone cars. This time, tracks 1 through 7 become levels 7 through 13, and so on.

Racers, start your engines!

II. HOW TO OPERATE THE CONTROLLER

[Select]

Use the SELECT button to choose between a one-player and two-player game. Either Controller 1 or 2 can be used to select. (Note: If the game selection screen isn't displayed when you're ready to play, press either the SELECT button or the START button.)

[Start]

After you have selected either a one-player or two-player game, begin the game

by pressing the START button. The first track will appear on the screen.

One-player game: Controller 1 lets you drive the yellow car; Controller 2, the blue car. Cars not driven by you are computerized drone cars that you must beat.

Two-player game: Player 1 will drive the yellow car and player 2 will drive the blue car. The red and grey cars are computerized drones that compete against you and your friend.

To join a one-player game in progress: If you're competing in a one-player game and a friend wants to join in, simply wait for the WINNER screen to appear (at the end of a race) and press the START button on the controller not in use.

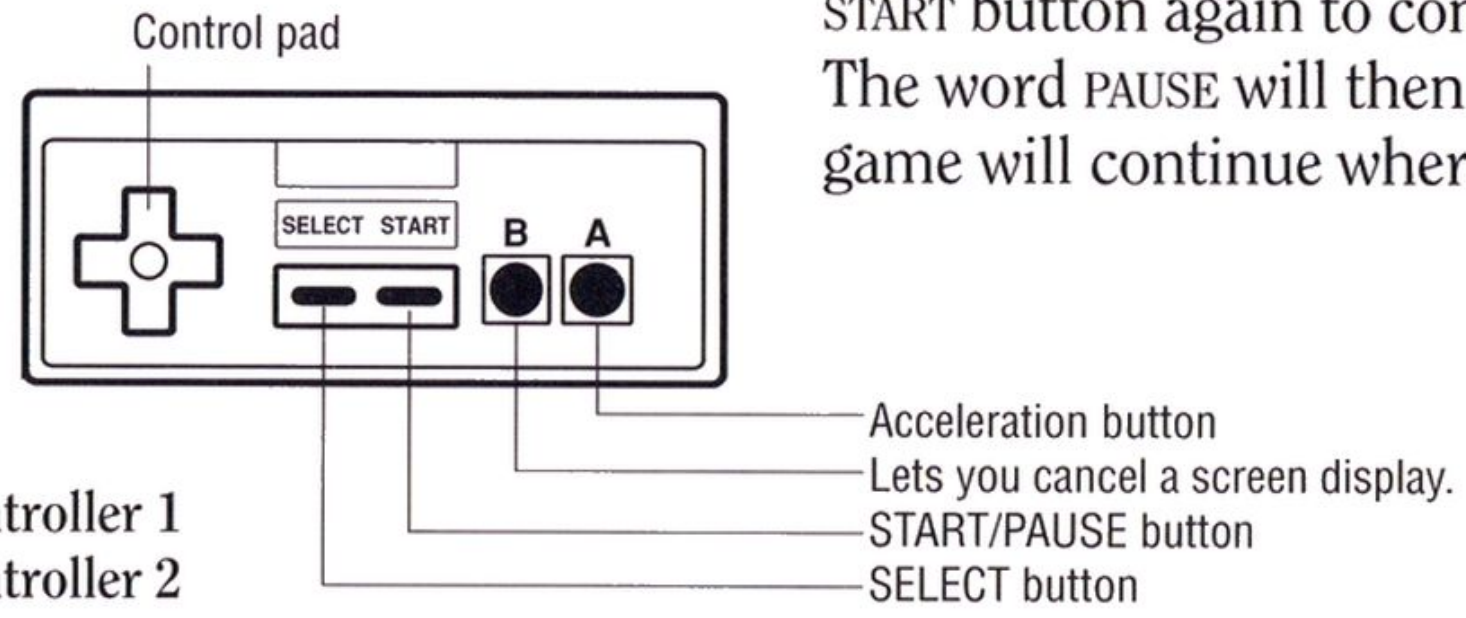
[B] The B button has two functions:

1. For quick replay of a race you've just lost: At GAME OVER, press B on either controller. Your customizing features stay with your car, but you'll lose all wrenches and points. Caution: This feature only works twice. Pressing the B button a third time will restart the game from the beginning.

2. To skip a screen: Any time there's a delay at a screen (for example, the WINNER screen), press the B button to skip directly to the next screen. Note: If you skip over the WINNER screen in a one-player game, you won't be able to add a friend to a game in progress.

[Pause]

If you wish to interrupt play during a game, press the START button. The game will stop, and the word PAUSE will appear in the middle of the screen. Press the START button again to continue playing. The word PAUSE will then disappear, and the game will continue where you left off.



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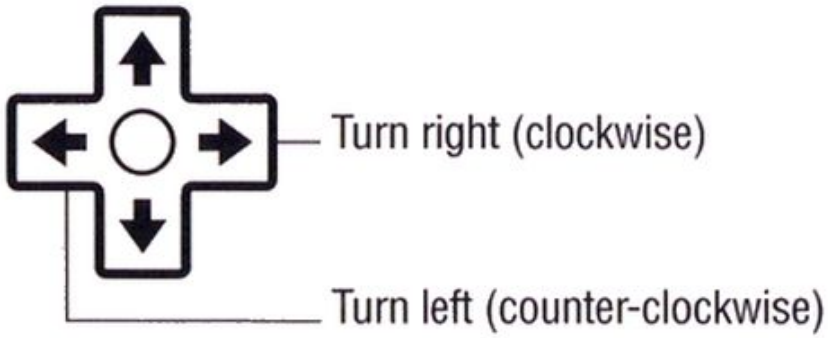
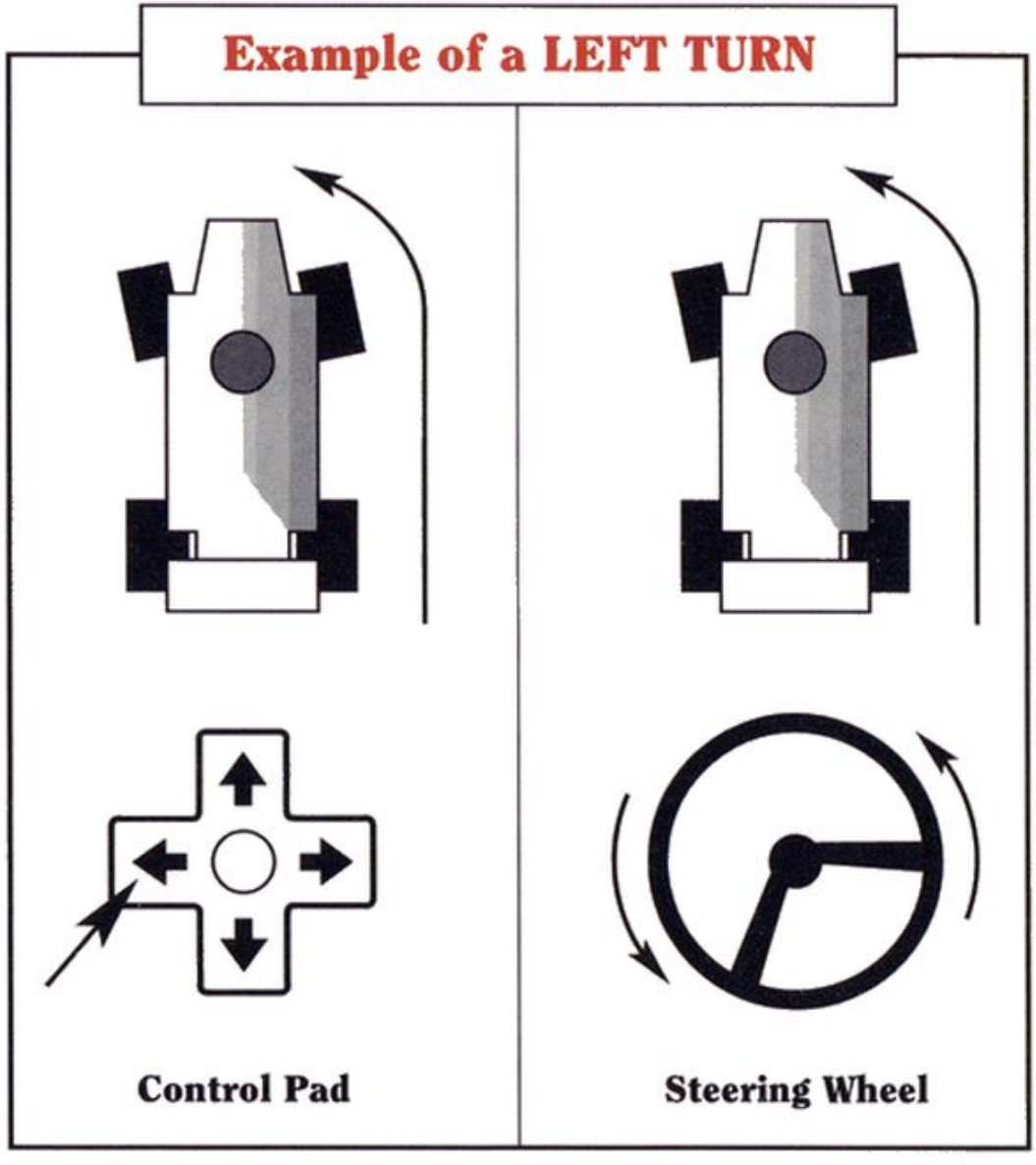


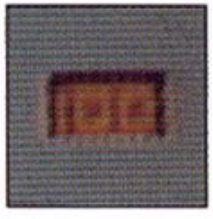
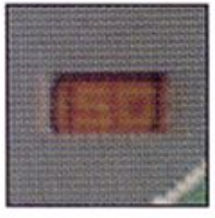
Note: The direction of a turn is always from the car's point of view. For example, a left turn means to the car's left, not necessarily to the left of the screen.



III. SCORING

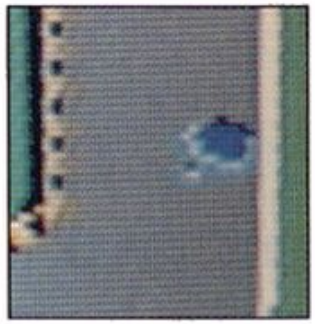
The scoring system is the same for all seven tracks. There are fourteen different check points for each lap. Each check point, when crossed in the correct order, is worth 100 points, providing a possible 1400 points per lap, or 7000 points plus 1000 points bonus for the winner of each five lap race.

You can also add 3000 points to this by selecting "INCREASE SCORE" from the vehicle customizing screen (see page 9).

The only other way to score points is by collecting bonus flags when they appear on the tracks. The flags can be worth either 100 or 150 points. During a race the flags will unpredictably appear for a short time at certain points on the track. When you run over a flag, you add the flag's point value to your score.

IV. OBSTACLES TO AVOID



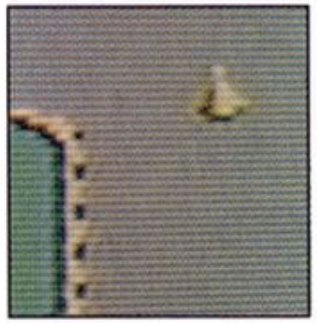
WATER PUDDLE:
Slows you down without causing you to lose control.

MUD PUDDLE:
Spins your car 360° and causes you to slow down.

OIL SLICK:
Spins your car 360°.

EXPLODING CONES:

As you hit the cones, they explode and disappear, causing you to slow down. Cones slow you down more than water puddles and mud puddles.

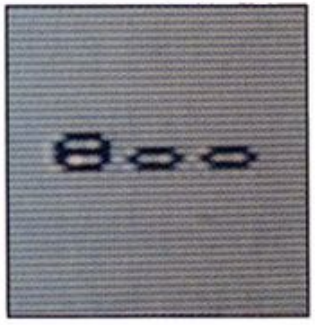


THE TORNADO:

This is like a moving oil slick — it will spin your car 360°.

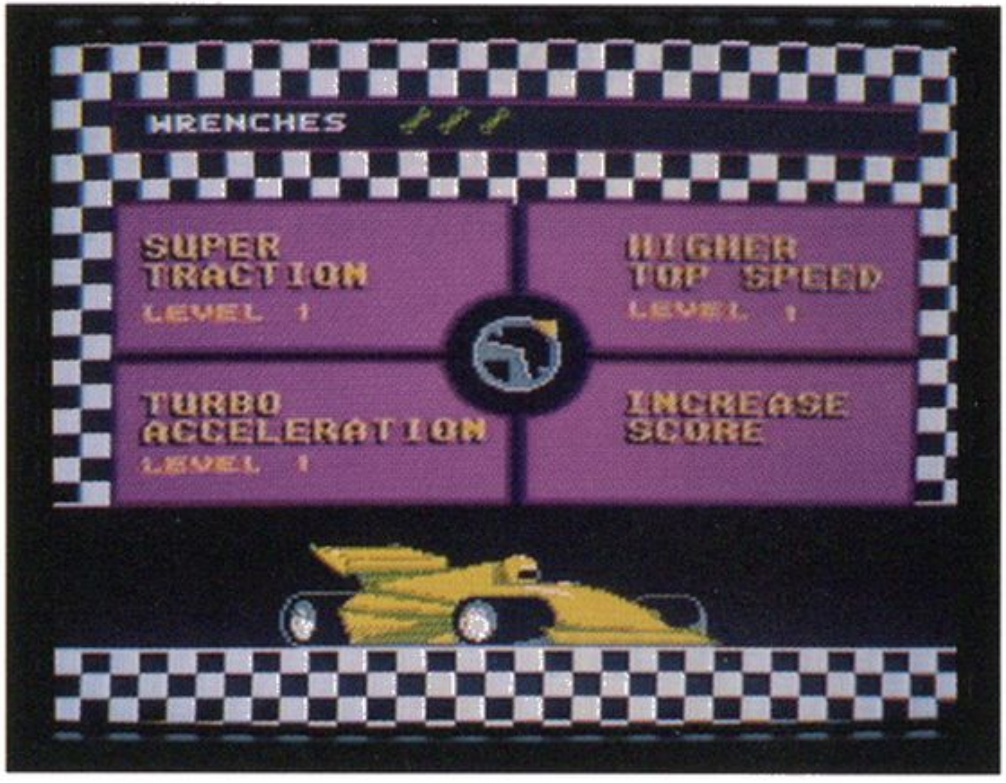
HYDRAULIC POLES:

These poles rise up from the track to obstruct your safe passage. They alternate going up and down, and only one pole will be up at a time.



V. CUSTOMIZING YOUR VEHICLE

You can customize your mean machine by picking up wrenches that appear on every track. There are two wrenches in each five-lap race.



One-player game: You must collect at least two wrenches *and* win the race. If you do so, the screen to customize your car will appear after the winner's circle screen. You can then choose either to increase your total score or to customize your vehicle with *super traction, higher top speed,* or *turbo acceleration*.

Two-player game: You need the two wrenches *and* a human player must win in order to customize your car.

IV. TIPS & STRATEGY

- The best way to guarantee success is to start out fast, drive hard (but carefully) and try to maintain the lead throughout the race.
- If you do fall behind, some tracks allow you shortcuts. We'll leave it to you to find them.
- Try to collect both wrenches every race. Spend them to increase your car's attributes and leave "INCREASE SCORE" for later rounds.
- Each track has an optimum "groove" which provides the quickest time around the track. With a little practice, you'll find the groove and 1st place.
- If you should find yourself in a spinout, it is possible to correct more quickly by trying to steer out of it.
- Don't go out of your way to collect bonus points. You get the highest scores by staying in the race.

CREDITS

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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